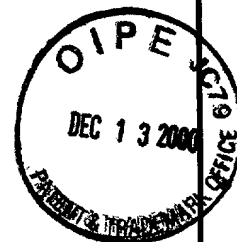


FORM PTO-1390 (REV 10-2000)		U.S. DEPARTMENT OF COMMERCE PATENT AND TRADEMARK OFFICE		ATTORNEY'S DOCKET NUMBER 35711-00001	
TRANSMITTAL LETTER TO THE UNITED STATES DESIGNATED/ELECTED OFFICE (DO/EO/US) CONCERNING A FILING UNDER 35 U.S.C. 371				U.S. APPLICATION NO. (If known, see 37 CFR 1.5) None	
				92/719706	
INTERNATIONAL APPLICATION NO. PCT/FR99/01434		INTERNATIONAL FILING DATE June 15, 1999		PRIORITY DATE CLAIMED June 17, 1998	
TITLE OF INVENTION Firing Pistol For Video Game					
APPLICANT(S) FOR DO/EO/US Gabriel Guary; Emmanuel Mercier					
Applicant herewith submits to the United States Designated/Elected Office (DO/EO/US) the following items and other information:					
<ol style="list-style-type: none"> 1. <input checked="" type="checkbox"/> This is a FIRST submission of items concerning a filing under 35 U.S.C. 371. 2. <input type="checkbox"/> This is a SECOND or SUBSEQUENT submission of items concerning a filing under 35 U.S.C. 371. 3. <input checked="" type="checkbox"/> This is an express request to promptly begin national examination procedures (35 U.S.C. 371(f)). 4. <input type="checkbox"/> The US has been elected by the expiration of 19 months from the priority date (PCT Article 31). 5. <input checked="" type="checkbox"/> A copy of the International Application as filed (35 U.S.C. 371(c)(2)) <ol style="list-style-type: none"> a. <input type="checkbox"/> is attached hereto (required only if not communicated by the International Bureau). b. <input checked="" type="checkbox"/> has been communicated by the International Bureau. c. <input type="checkbox"/> is not required, as the application was filed in the United States Receiving Office (RO/US). 6. <input checked="" type="checkbox"/> An English language translation of the International Application as filed (35 U.S.C. 371(c)(2)). 7. <input checked="" type="checkbox"/> Amendments to the claims of the International Application under PCT Article 19 (35 U.S.C. 371(c)(3)) <ol style="list-style-type: none"> a. <input type="checkbox"/> are attached hereto (required only if not communicated by the International Bureau). b. <input type="checkbox"/> have been communicated by the International Bureau. c. <input type="checkbox"/> have not been made; however, the time limit for making such amendments has NOT expired. d. <input checked="" type="checkbox"/> have not been made and will not be made. 8. <input type="checkbox"/> An English language translation of the amendments to the claims under PCT Article 19 (35 U.S.C. 371(c)(3)). 9. <input checked="" type="checkbox"/> An oath or declaration of the inventor(s) (35 U.S.C. 371(c)(4)). 10. <input type="checkbox"/> An English language translation of the annexes to the International Preliminary Examination Report under PCT Article 36 (35 U.S.C. 371(c)(5)). 					
<p>Items 11 to 16 below concern document(s) or information included:</p> <ol style="list-style-type: none"> 11. <input type="checkbox"/> An Information Disclosure Statement under 37 CFR 1.97 and 1.98. 12. <input type="checkbox"/> An assignment document for recording. A separate cover sheet in compliance with 37 CFR 3.28 and 3.31 is included. 13. <input checked="" type="checkbox"/> A FIRST preliminary amendment. <input type="checkbox"/> A SECOND or SUBSEQUENT preliminary amendment. 14. <input type="checkbox"/> A substitute specification. 15. <input checked="" type="checkbox"/> A change of power of attorney and/or address letter. 16. <input checked="" type="checkbox"/> Other items or information: <ul style="list-style-type: none"> . Check . Postcard Receipt 					



IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

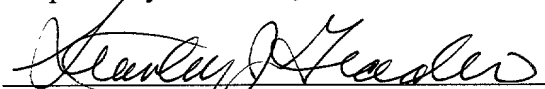
APPLICANT: Guary, et. al)
)
 SERIAL NO: Unknown) ART UNIT: Unknown
)
 FILED: 12/13/00) EXAMINER: Unknown
)
 ATTY DOCKET: 35711-00001)
)
 TITLE: FIRING PISTOL FOR VIDEO GAMES

CERTIFICATE OF MAILING 37 CFR 1.10

I hereby certify that the following documents indicated below and enclosed herein are
 being deposited with the United States Postal Service as Express Mail Post Office to Addressee
 (Express Mail Label # EJ321085415US in an envelope addressed
 to: Commissioner for Patents, Washington, DC 20231, this 13th day of December, 2000.

1. Transmittal Letter to USPTO Designated/Elected Office (DO/EO/US) Concerning Filing Under 35 U.S.C. 371;
2. Declaration for Utility or Design Patent Application (37 CFR 1.63);
3. Power of Attorney or Authorized Agent (Gabriel Guary);
4. Power of Attorney or Authorized Agent (Emmanuel Mercier);
5. Application (8 pages of description, 3 pages of claims, 1 page of abstract; 1 page of drawings);
6. Certified Copy of French Patent Application No. 98 07636;
7. Preliminary Amendment;
8. Check No. 42879 in the amount of \$555.00; and
9. Postcard Receipt

Respectfully submitted,



Stanley J. Gradisar, #42,598
 1801 California Street, Suite 4100
 Denver, Colorado 80202-2641
 (303) 298-5786

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

APPLICANT: Guary, et. al)
 SERIAL NO: Unknown) ART UNIT: Unknown
 FILED: 12/13/00) EXAMINER: Unknown
 ATTY DOCKET: 35711-00001)
 TITLE: FIRING PISTOL FOR VIDEO GAMES

PRELIMINARY AMENDMENT

Commissioner for Patents
 Washington, DC 20231

CERTIFICATE OF MAILING 37 CFR 1.10 I hereby certify that this document and any documents indicated as being enclosed therein are being deposited with the United States Postal Service as Express Mail in an envelope addressed to: Commissioner for Patents, Washington, DC 20231	
EXPRESS MAIL LABEL:	EJ32108541545
on: December 13, 2000	By: <u>Jean A. Burns</u> Name: Jean A. Burns

In The Specification:

In the Title on page 1, line 1, insert the word FIRING before the word PISTOL.

After the Title on page 1, line 1, and before the first paragraph beginning on page 1, line 3, please add the following heading:

FIELD OF THE INVENTION

After the first paragraph which ends on page 1, line 9, and before the second paragraph which begins on page 1, line 10, please insert the following heading:

BACKGROUND OF THE INVENTION

After the paragraph that ends on page 2, line 11, and before the paragraph which begins on page 2, line 12, please insert the following heading:

SUMMARY OF THE INVENTION

After the paragraph that ends on page 4, line 8, and before the paragraph which begins on page 4, line 9, please insert the following heading, paragraph, and heading:

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 shows a perspective view of an embodiment of the firing pistol for video games of the present invention.

DETAILED DESCRIPTION OF THE INVENTION

After the paragraph that ends on page 8, line 15, please insert the following paragraph:

Having described a presently preferred embodiment of the present invention, it will be understood by those skilled in the art that many changes in construction and circuitry and widely differing embodiments and applications of the invention will suggest themselves without departing from the scope of the present invention, as defined in the claims. The disclosures and the description herein are intended to be illustrative and are not in any sense limiting of the invention, defined in scope by the following claims.

In The Claims:

After the heading on page 9, line 1, and before claim 1 which begins on page 9, line 2, please insert the following clause:

What is claimed is:

Please amend Claim 1 as follows:

1. (amended) A [P]pistol [(1)] for a video game shooting system [(2) intended to be] used by a player to enable a virtual actor to shoot at at least one virtual target, [this] the system [includes the following] comprising:

[-]a display system [(3)] which can display an image of the video game shooting system incorporating the at least one virtual target; [and]

[-]a game processing means [with] having at least one microprocessor[s] [(4)] which [are] is [intended to be connected] connectable to [the] said display system [(3)] to control [the] said image of the video game shooting system on [the] said display system[,]; and

[-]the pistol [(1)], [intended to be] which is [connected] connectable to [the] said game processing means [(4)], further comprises a means [of] for triggering shots [(12)] on the at least one virtual target following a shooting axis, [which are] said means for triggering shoots activated by the [user] player to send a shooting instruction to [the] said game processing means [(4)] at an instant chosen by the player, wherein the displacement of [the] said shooting axis relative to the virtual actor is caused by [the] a movement of the pistol [(1)] due to the [user's] player's action relative to [the] said display system [(3)],

wherein the pistol [includes] further comprises an integrated means [(13)] to control [the] a movement of the virtual actor, enabling the player to move the virtual actor in the video game [environment] shooting system and to shoot in a location and at a moment chosen by the player.

Please amend Claim 2 as follows:

2. (amended) The [P]pistol for a video game shooting system according to claim 1, wherein [the] said integrated means to control [the] said movement[s] [(13)] of the virtual actor comprises a multidirectional control device.

Please amend Claim 3 as follows:

3. (amended) The [P]pistol for a video game shooting system according to claim 2 wherein [the] said multidirectional control device [(13)] enables the player to move the virtual actor in at least one of a left, right, forward and back direction.

Please amend Claim 4 as follows:

4. (amended) The [P]pistol for a video game shooting system according to claim 2 [or 3] wherein [the] said multidirectional control device [(13)] [can be composed of] comprises at least one of [the following elements:] a control

pad, a joystick, a trackball [or] and a plurality of directional buttons.

Please amend Claim 5 as follows:

5. (amended) The [P]pistol for a video game shooting system according to claim 2 wherein the pistol [includes] further comprises a button [(14)] which switches [the] an effects of [the] said multidirectional control device and enables a lateral movement of the virtual actor to the left or to the right.

Please amend Claim 6 as follows:

6. (amended) The [P]pistol for a video game shooting system according to claim 2 wherein the pistol further comprises a switching button [(14)] which enables [the] said multidirectional control device [(13)] to cause a movement of the virtual actor's head.

Please amend Claim 7 as follows:

7. (amended) The [P]pistol for a video game shooting system according to [any of the] claim[s] 1 [through 6] wherein [it] said video game shooting system further comprises a mechanical system with a mobile mass intended to simulate a recoil when the [user] player is shooting.

Please amend Claim 8 as follows:

8. (amended) The [P]pistol for a video game shooting system according to [any of the] claim[s] 1 [through 7] wherein [the] said means [of] for triggering shots [(12)] on [a] the at least one virtual target further comprises a trigger.

Please amend Claim 9 as follows:

9. (amended) The [P]pistol for a video game shooting system according to [any of the] claim[s] 1 [through 8] wherein [the] said game processing means [(4)] further comprises a game console, and [the] said display system further comprises a television set.

Please amend Claim 10 as follows:

10. (amended) The [P]pistol for a video game shooting system according to claim[s] 1 [through 8,] wherein [the] said game processing means [(4)] further comprises a computer, and [the] said display system further comprises a monitor.

Please amend Claim 11 as follows:

11. (amended) The [P]pistol for a video game shooting system according to claim[s] 9 or 10,] 1 wherein [the] said display system is a virtual reality display system.

Please amend Claim 12 as follows:

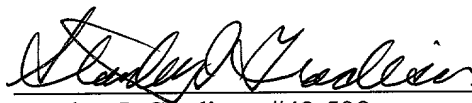
12. (amended) The [P]pistol for a video game shooting system according to claim[s] 1 [through 11] wherein [the] a projection of [the] said shooting axis on [the] said display system is represented by a visible cross hairs on [the] said image of the video game shooting system [image].

Please amend Claim 13 as follows:

13. (amended) The [P]pistol for a video game shooting system according to claim[s] 1 [through 12] wherein the pistol is [intended to be physically connected] connectable to [the] said game processing means.

It is respectfully submitted that the claims as amended are in a condition for allowance, and an early notice of allowability is earnestly solicited.

Respectfully submitted,



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PISTOL FOR VIDEO GAMES

The present invention relates to a pistol for a video game shooting system intended to be used by a player to enable a virtual actor to shoot at at least one virtual target. The virtual actor being the representation of the player in the game environment. More specifically, this pistol is intended to be used with video games run by a console or a computer, where the player must shoot at targets integrated in images that appear on a display system.

10 According to the prior art, pistols currently used by video game players are used in systems which include:

- a display system showing an image from a game which includes at least one virtual target; and

- game processing means with microprocessors intended to be connected to the display system to control the images shown on the display system,

15 the pistol, intended to be connected to the game processing means, and comprised of means to trigger shots on the target following a shooting axis, which are activated by the user, to send an instruction to shoot to the game processing means at an instant chosen by the player, the displacement of the shooting axis relative to the virtual actor is caused by the movement of the pistol due to the user's action relative to the display system.

25 This type of pistol enables the player only to move the shooting axis of the virtual actor in order to point and shoot at a

target. The path followed by the virtual actor in the game is pre-determined by the game processing means according to the program in memory.

Therefore, the field of view of the virtual actor is not
5 chosen by the player. The player cannot determine the movement of the virtual actor in the game environment, this movement being imposed by the game. The virtual actor can only shoot at targets which are presented to him and cannot search for them within the game environment.

10 This type of gun is therefore frustrating for the player since he cannot control the movements of the virtual actor in the game.

The objective of the present invention is to remedy the drawbacks mentioned above, by simple, efficient and cost-effective means.

15 To that effect, according to the present invention, the above mentioned pistol is essentially characterized by the fact it includes integrated means to control the movement of the virtual actor, enabling the player to move the virtual actor in the game environment and enable the virtual actor to shoot in a location and
20 at a moment chosen by the player.

Thus, due to these features, the player is completely free to move the virtual actor in the game and make him shoot according to his own will, and not only according to the conditions imposed by the game, such as a pre-determined path the virtual actor must
25 follow. The player can therefore go in search of targets within

the game environment, make them appear and make the virtual actor shoot at them.

According to the present invention, the pistol could include one or several of the following features:

5 - the means to control the movements of the virtual actor which comprise a multidirectional control device integrated in the pistol;

 - the multidirectional control device permits movements of the virtual actor to the left, right, forward and back;

10 - the multidirectional control device can be composed of one of the following elements: a control pad, a joystick, a track-ball or directional buttons;

 - the pistol includes a button which switches the effects of the multidirectional control device and permits a lateral movement
15 of the virtual actor to the left or to the right.

 - the switching button also enables the multidirectional control device to cause a movement of the virtual actor's head up or down.

 - the pistol comprises a mechanical system with a mobile mass
20 intended to simulate recoil when the user is shooting.

 - the means of triggering shots on a target comprise a trigger.

 - the game processing means comprise a game console and the display system comprises a television set.

- the game processing means comprise a computer and the display system comprises a monitor.

- the display system can consist of a virtual reality display system.

5 - the projection of the shooting axis on the display system is represented by visible cross hairs on the game image.

- the pistol is intended to be physically connected to the game processing means.

10 An embodiment of the invention will now be described, illustrated in figure 1 where the pistol, according to the present invention, is associated with a video game shooting system.

The figure represents a perspective view of the pistol 1 according to the invention, intended to be connected to a video game shooting system 2.

15 The video game shooting system 2 is intended in a known fashion, to be used by the user to enable a virtual actor to shoot at one or several virtual targets appearing in the game images.

To that effect, the video game shooting system 2 incorporates a display system 3 and game processing means with microprocessors 4. These game processing means with microprocessors can consist of a computer comprising memory in which the game program is stored, an operating system and a library. This computer is intended to be connected to the display system 3 which can consist of a computer monitor on which the images of the video game can scroll and

include at least one virtual target. The images are controlled by the computer program.

As a variation, the game processing means 4, can consist of a game console connected to a television set which serves as the
5 display system.

As another variation, the display system can be replaced by a virtual reality system, such as a helmet or virtual reality goggles.

In each of these variations, the user represented by the
10 virtual actor is situated in front of the display system.

The computer is connected to the pistol 1 which consists of a grip 10 supporting a frame 11 equipped with a trigger 12. The orientation of the frame 11 determines the shooting axis.

Located in a preferred manner, in the area where the grip of
15 the pistol 10 holds the frame 11, the pistol 1 incorporates means to control 13 the movements of the virtual actor within the game environment. However, these means to control the movements of the virtual actor can be located underneath the barrel of the pistol, so that they may be activated by the hand of the user that is not
20 holding the grip 10. These means consist of a multidirectional control device 13 which can be composed of one of the following elements: a digital or analog control pad, as well as a track-ball, a joystick or directional buttons.

In addition, towards the front of the frame 11, the pistol 1
25 includes a switching button 14 enabling, when it is pushed, the

multidirectional control device 13 to have a secondary function as described below.

The trigger 12 constitutes the means to fire at the target when it is pulled by the player.

5 The computer library allows recognition of the position of the pistol 1 relative to the display system 3 in such a way as to determine the position of the projection of the shooting axis on the display system. This enables the system to determine the position of impact when the player is shooting.

10 Therefore, after being turned on by the player, the program in the memory of the computer displays the images of the video game on the display system in which the virtual actor intervenes, by shooting at the appearing targets.

15 The player controls the virtual actor with the pistol, which allows him to simultaneously move the shooting axis of the virtual actor and also control his movements forward, back, left or right within the game environment.

20 In order to do so, the player moves the pistol relatively to the display system and thus, for a given position of the actor, he can move the shooting axis to hit the target that the player wishes to shoot.

In addition, the multidirectional control device 13 allows the player to move the virtual actor within the game environment. This control device may have four positions:

- when the player wishes to move the actor forward or back, the player pushes the device up or down respectively.

- when the player wants the virtual actor to move left relative to his original path, he firstly pushes the device to the left which makes the actor rotate to the left, and he then pushes the device forward to make the actor move forward relative to the newly defined position.

- in the same manner, when the player wishes to move the actor to the right, he pushes the device to the right then forward, to make the actor move in the new direction.

- by pressing and holding the switching button, the command on the multidirectional control device to the left or to the right makes the actor move laterally to the left or to the right. This movement is similar to a side-step.

Thus, with the pistol according to the present invention, the player can both move the virtual actor in every direction within the game environment, and also move the shooting axis after selecting a target in the field of view of the virtual actor. The player can therefore both move the virtual actor wherever he wishes within the game and simultaneously shoot at targets that he chooses anywhere in the game image.

As a variation, when the switching button 14 is pressed, the multidirectional control device allows the virtual actor to look up and down when the device is pushed up or down.

In order to increase the realism of the game, the pistol 1 can integrate mechanical means in which one or several masses move to simulate recoil when the user is shooting.

5 The player also has the possibility to represent the projection of the shooting axis on the display system with cross hairs visible on the game image.

As another variation, the pistol 1 is not physically connected to the computer with a wire but transmits information via electronic waves.

10 Additionally, the multidirectional control device 13 and the switching button 14 can be placed in an ergonomical position other than that shown in figure 1.

It is understood that the shape of the pistol can be different from that shown in figure 1, it can, for example, have the shape of
15 a rifle, a machine gun or any other prehensible shape.

CLAIMS

1. Pistol (1) for a video game shooting system (2) intended to be used by a player to enable a virtual actor to shoot at at least one virtual target, this system includes the following:

5 - a display system (3) which can display an image of the game incorporating at least one virtual target; and

- game processing means with microprocessors (4) which are intended to be connected to the display system (3) to control the image on the display system,

10 - the pistol (1), intended to be connected to the game processing means (4), comprises means of triggering shots (12) on the target following a shooting axis, which are activated by the user to send a shooting instruction to the game processing means (4) at an instant chosen by the player, the displacement of the
15 shooting axis relative to the virtual actor is caused by the movement of the pistol (1) due to the user's action relative to the display system (3),

wherein the pistol includes integrated means (13) to control the movement of the virtual actor, enabling the player to move the
20 virtual actor in the game environment and to shoot in a location and at a moment chosen by the player.

2. Pistol for a video game shooting system according to claim 1, wherein the means to control the movements (13) of the
25 virtual actor comprise a multidirectional control device.

3. Pistol for a video game shooting system according to claim 2 wherein the multidirectional control device (13) enables the player to move the virtual actor left, right, forward and back.

5

4. Pistol for a video game shooting system according to claim 2 or 3 wherein the multidirectional control device (13) can be composed of one of the following elements: a control pad, a joystick, a trackball or directional buttons.

10

5. Pistol for a video game shooting system according to claim 2 wherein the pistol includes a button (14) which switches the effects of the multidirectional control device and enables a lateral movement of the virtual actor to the left or to the right.

15

6. Pistol for a video game shooting system according to claim 2 wherein the pistol comprises a switching button (14) which enables the multidirectional control device (13) to cause a movement of the virtual actor's head.

20

7. Pistol for a video game shooting system according to any of the claims 1 through 6 wherein it comprises a mechanical system with a mobile mass intended to simulate recoil when the user is shooting.

25

8. Pistol for a video game shooting system according to any of the claims 1 through 7 wherein the means of triggering shots (12) on a target comprise a trigger.

5 9. Pistol for a video game shooting system according to any of the claims 1 through 8 wherein the game processing means (4) comprise a game console and the display system comprises a television set.

10 10. Pistol for a video game shooting system according to claims 1 through 8, wherein the game processing means (4) comprise a computer and the display system comprises a monitor.

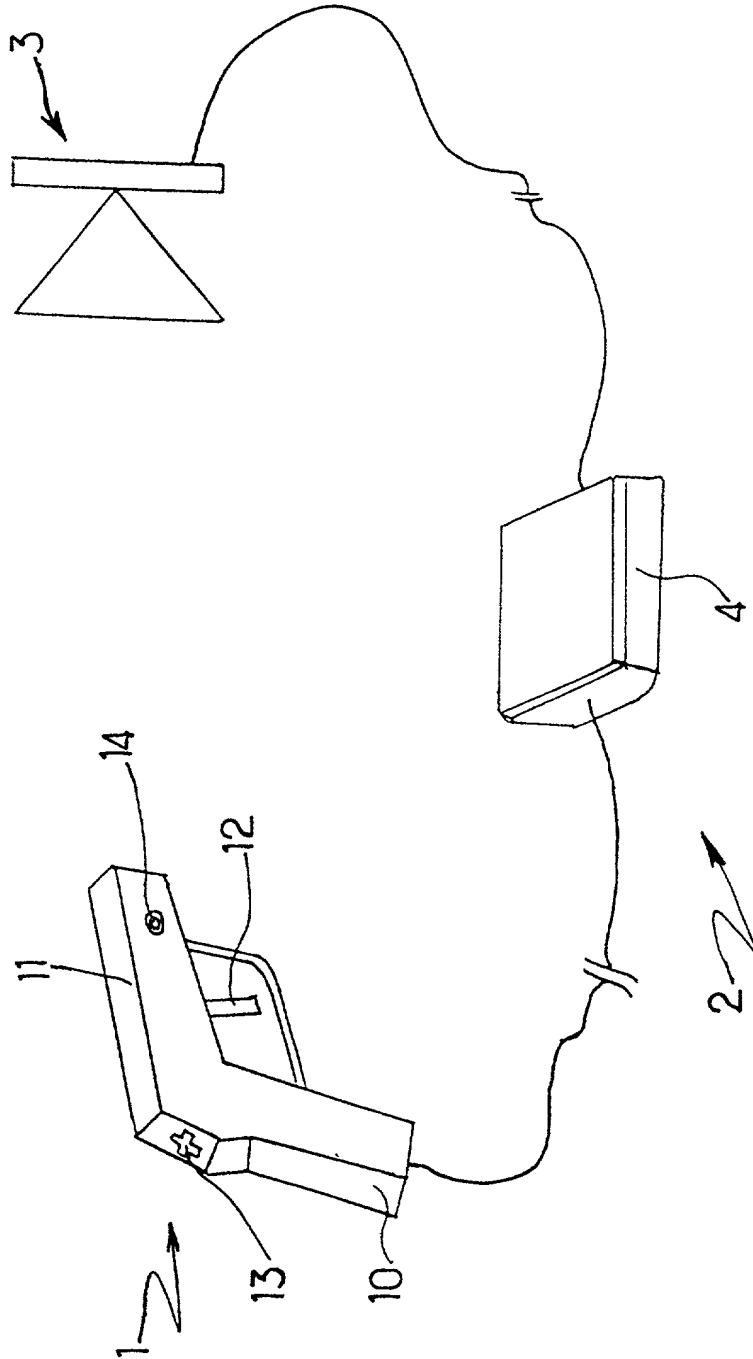
11. Pistol for a video game shooting system according to
15 claims 9 or 10, wherein the display system is a virtual reality display system.

12. Pistol for a video game shooting system according to claims 1 through 11 wherein the projection of the shooting axis on
20 the display system is represented by visible cross hairs on the game image.

13. Pistol for a video game shooting system according to claims 1 through 12 wherein the pistol is intended to be physically
25 connected to the game processing means.

ABSTRACT

The present invention relates to a pistol for a video game shooting system intended to be used by a player to enable a virtual actor to shoot at at least one virtual target. The pistol includes
5 means to trigger shots at a virtual target, means to control the shooting axis and integrated means to control the movement of the virtual actor, enabling the player to move the virtual actor in the game environment and make him shoot at targets in a location and at a moment chosen by the player.



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DECLARATION FOR UTILITY OR DESIGN PATENT APPLICATION (37 CFR 1.63) <input checked="" type="checkbox"/> Declaration Submitted with Initial Filing OR <input type="checkbox"/> Declaration Submitted after Initial Filing (surcharge (37 CFR 1.16 (e)) required)	Attorney Docket Number	35711-00001
	First Named Inventor	Guary, Gabriel
	COMPLETE IF KNOWN	
	Application Number	/ unknown
	Filing Date	12/13/00
	Group Art Unit	Unknown
	Examiner Name	Unknown

As a below named inventor, I hereby declare that:

My residence, mailing address, and citizenship are as stated below next to my name.

I believe I am the original, first and sole inventor (if only one name is listed below) or an original, first and joint inventor (if plural names are listed below) of the subject matter which is claimed and for which a patent is sought on the invention entitled:

Firing Pistol for Video Game

(Title of the Invention)

the specification of which

☒ is attached hereto

OR

☐ was filed on (MM/DD/YYYY)

as United States Application Number or PCT International

Application Number

and was amended on (MM/DD/YYYY)

(if applicable).

I hereby state that I have reviewed and understand the contents of the above identified specification, including the claims, as amended by any amendment specifically referred to above.

I acknowledge the duty to disclose information which is material to patentability as defined in 37 CFR 1.56, including for continuation-in-part applications, material information which became available between the filing date of the prior application and the national or PCT international filing date of the continuation-in-part application.

I hereby claim foreign priority benefits under 35 U.S.C. 119(a)-(d) or 365(b) of any foreign application(s) for patent or inventor's certificate, or 365(a) of any PCT international application which designated at least one country other than the United States of America, listed below and have also identified below, by checking the box, any foreign application for patent or inventor's certificate, or any PCT international application having a filing date before that of the application on which priority is claimed.

Prior Foreign Application Number(s)	Country	Foreign Filing Date (MM/DD/YYYY)	Priority Not Claimed	Certified Copy Attached?	
				YES	NO
PCT/FR99/01434 98/07636	France France	6/15/99 6/17/98	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
				<input checked="" type="checkbox"/>	<input type="checkbox"/>
				<input type="checkbox"/>	<input type="checkbox"/>
				<input type="checkbox"/>	<input type="checkbox"/>

☐ Additional foreign application numbers are listed on a supplemental priority data sheet PTO/SB/02B attached hereto:

I hereby claim the benefit under 35 U.S.C. 119(e) of any United States provisional application(s) listed below.

Application Number(s)	Filing Date (MM/DD/YYYY)	<input type="checkbox"/> Additional provisional application numbers are listed on a supplemental priority data sheet PTO/SB/02B attached hereto.

[Page 1 of 2]

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DECLARATION — Utility or Design Patent Application

Direct all correspondence to: ☐ Customer Number or Bar Code Label OR ☒ Correspondence address below

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Address Suite 4100

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Country USA

Telephone 303-298-5786

Fax 303-296-5310

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under 18 U.S.C. 1001 and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

NAME OF SOLE OR FIRST INVENTOR :

☐ A petition has been filed for this unsigned inventor

Given Name
(first and middle [if any]) Gabriel

Family Name
or Surname Guay

Inventor's
Signature

Gabriel Guay

December 7, 2000
Date

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Country France

NAME OF SECOND INVENTOR:

☐ A petition has been filed for this unsigned inventor

Given Name
(first and middle [if any]) Emmanuel

Family Name
or Surname Mercier

Inventor's
Signature

EMERCIER

December 10, 2000
Date

Residence: City Espanes

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☐ Additional inventors are being named on the ____ supplemental Additional Inventor(s) sheet(s) PTO/SB/02A attached hereto.

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PTO/SB/81 (10-00)

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Application Number	Unknown
Filing Date	12/13/00
First Named Inventor	Guary, et al.
Group Art Unit	Unknown
Examiner Name	Unknown
Attorney Docket Number	35711-00001

I hereby appoint:

☐ Practitioners at Customer Number

OR

☒ Practitioner(s) named below:

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Name	Registration Number
Stanley J. Gradisar	42598
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<input checked="" type="checkbox"/> Firm or Individual Name	Gibson, Dunn & Crutcher, LLP				
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I am the:

☒ Applicant/Inventor.

☐ Assignee of record of the entire interest. See 37 CFR 3.71.
Statement under 37 CFR 3.73(b) is enclosed. (Form PTO/SB/96).

SIGNATURE of Applicant or Assignee of Record

Name	Gabriel Guary
Signature	<i>Gabriel Guary</i>
Date	December 7, 2000

NOTE: Signatures of all the inventors or assignees of record of the entire interest or their representative(s) are required. Submit multiple forms if more than one signature is required, see below*.

☒ *Total of two forms are submitted.

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